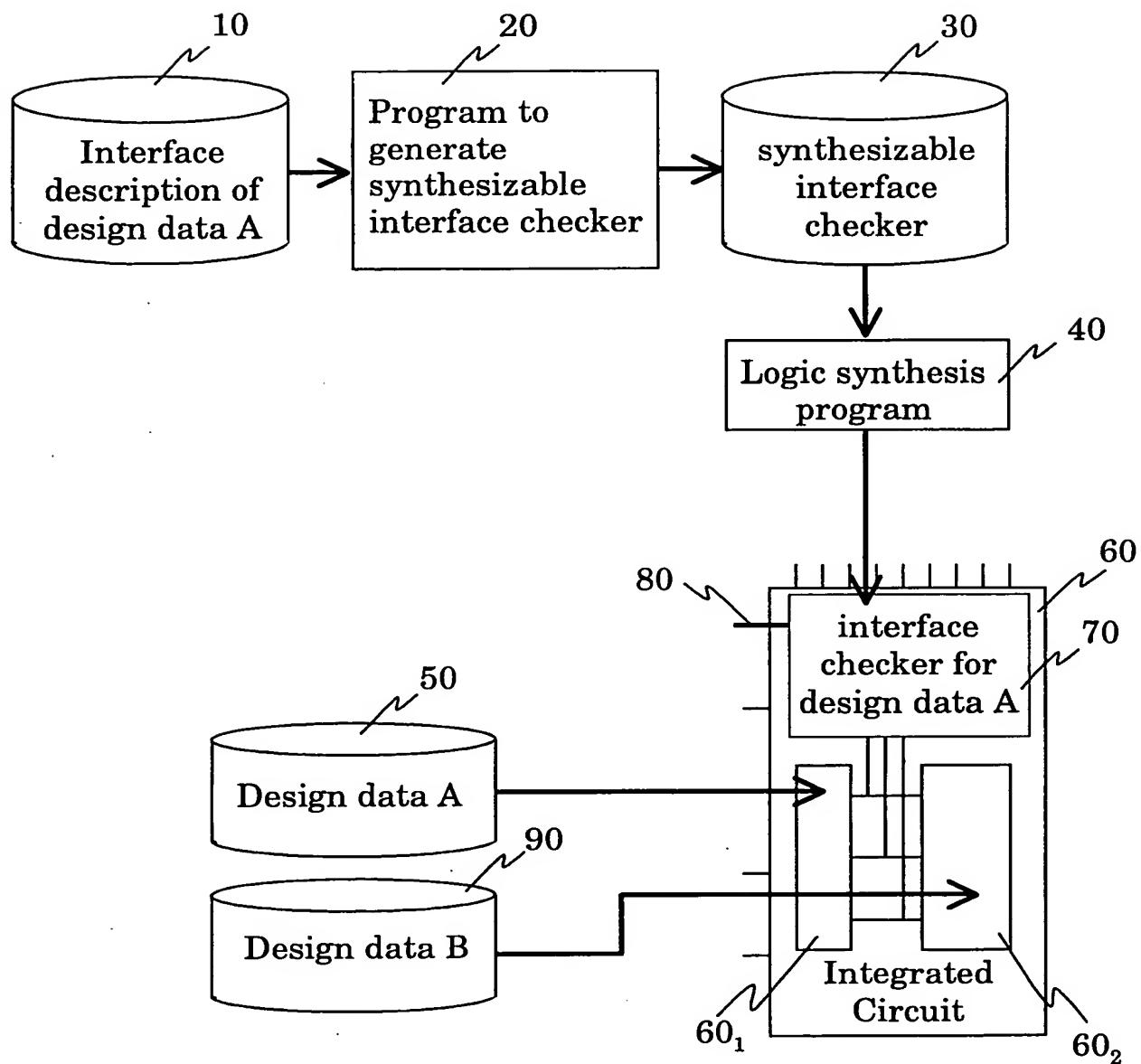
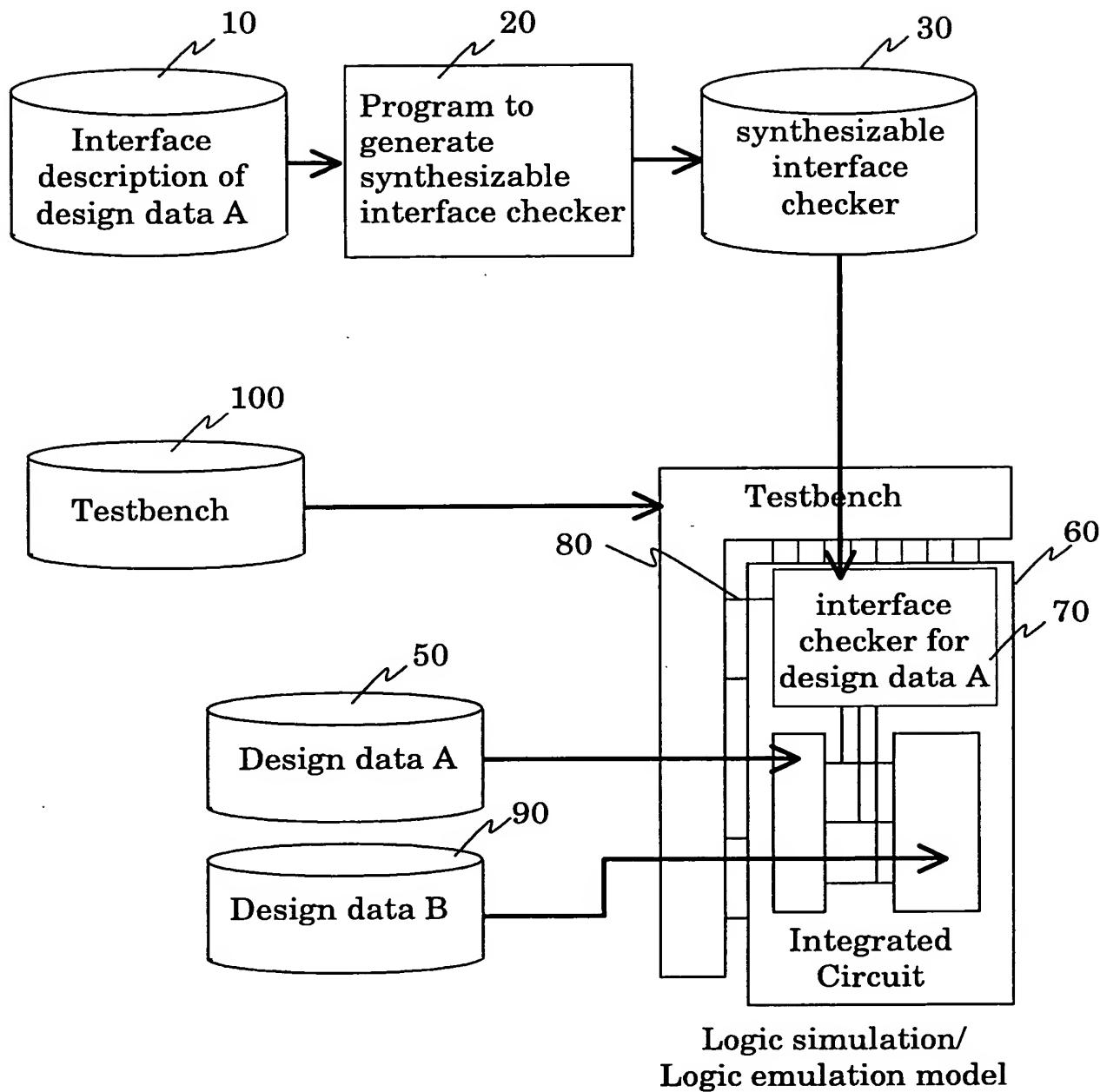


FIG. 1



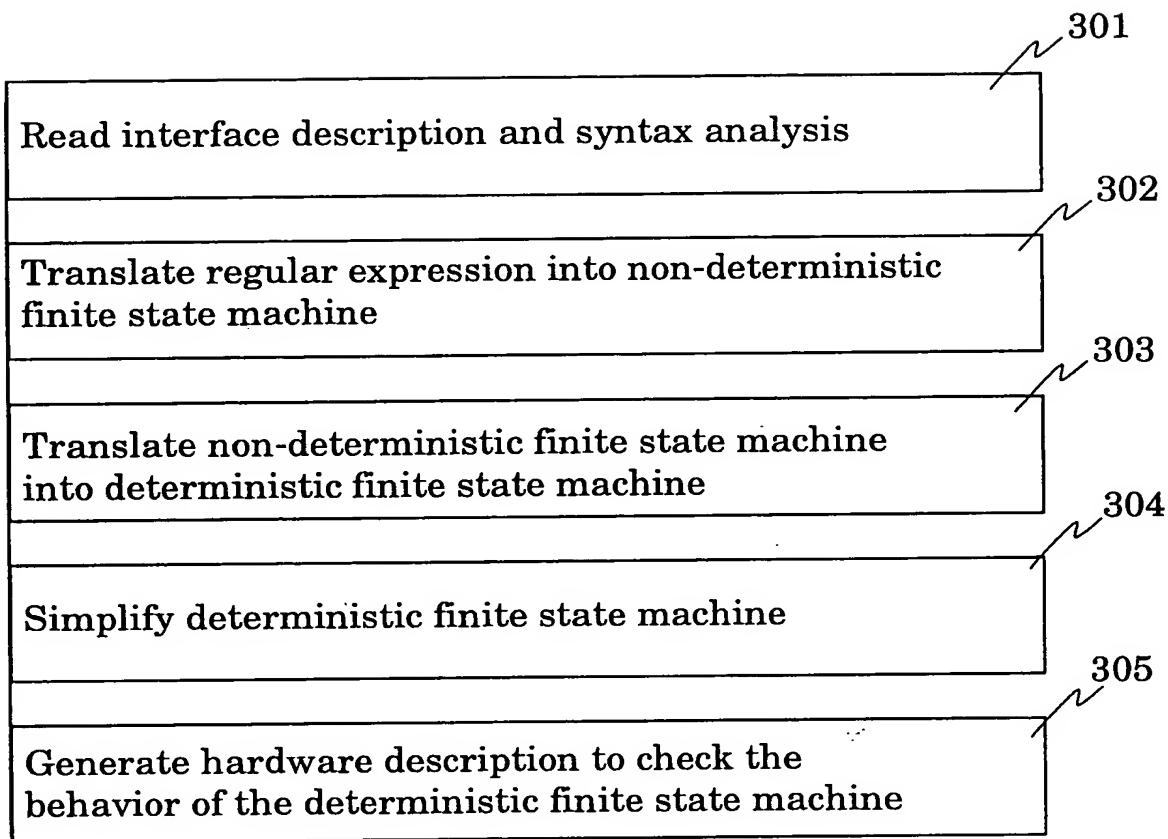
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FIG. 2



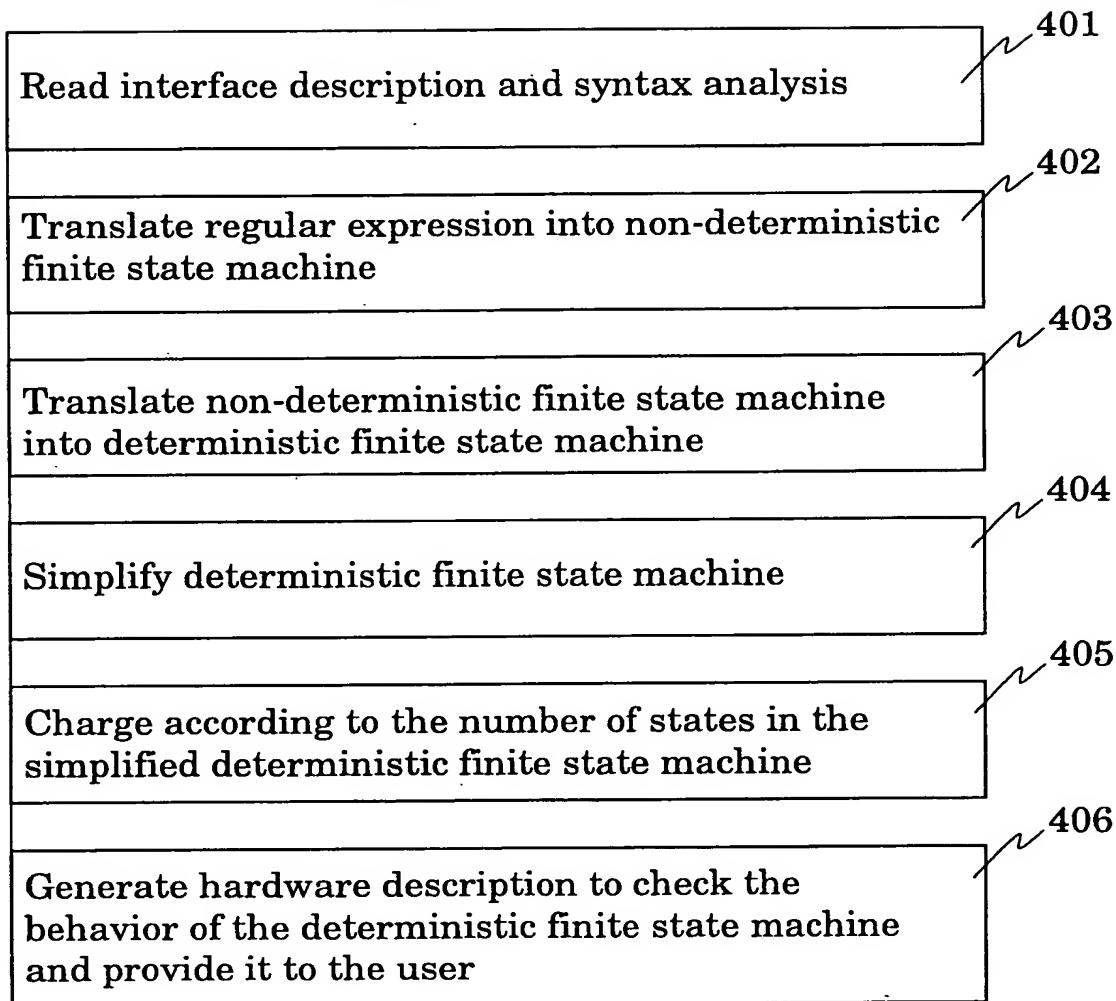
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FIG. 3



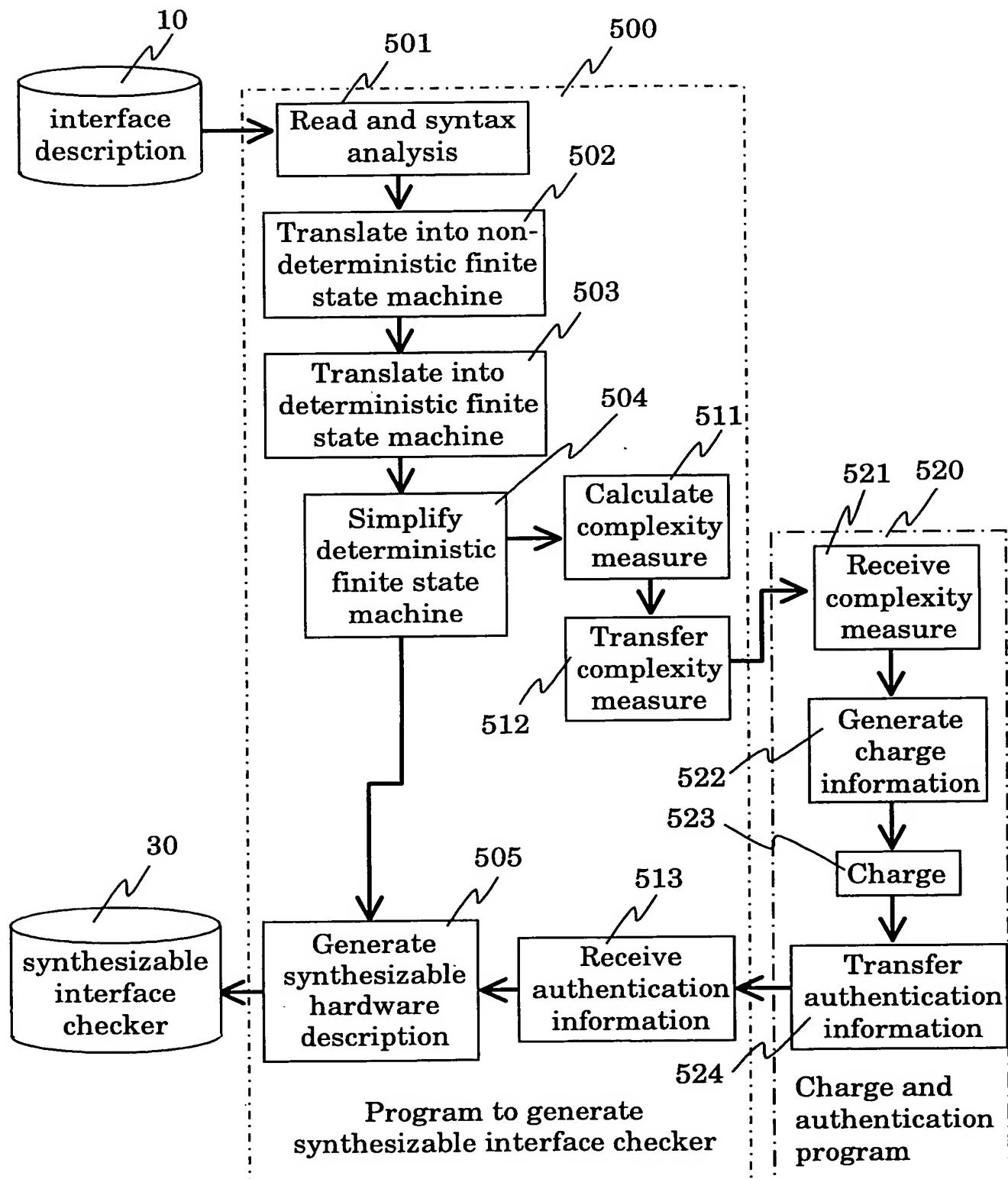
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FIG. 4



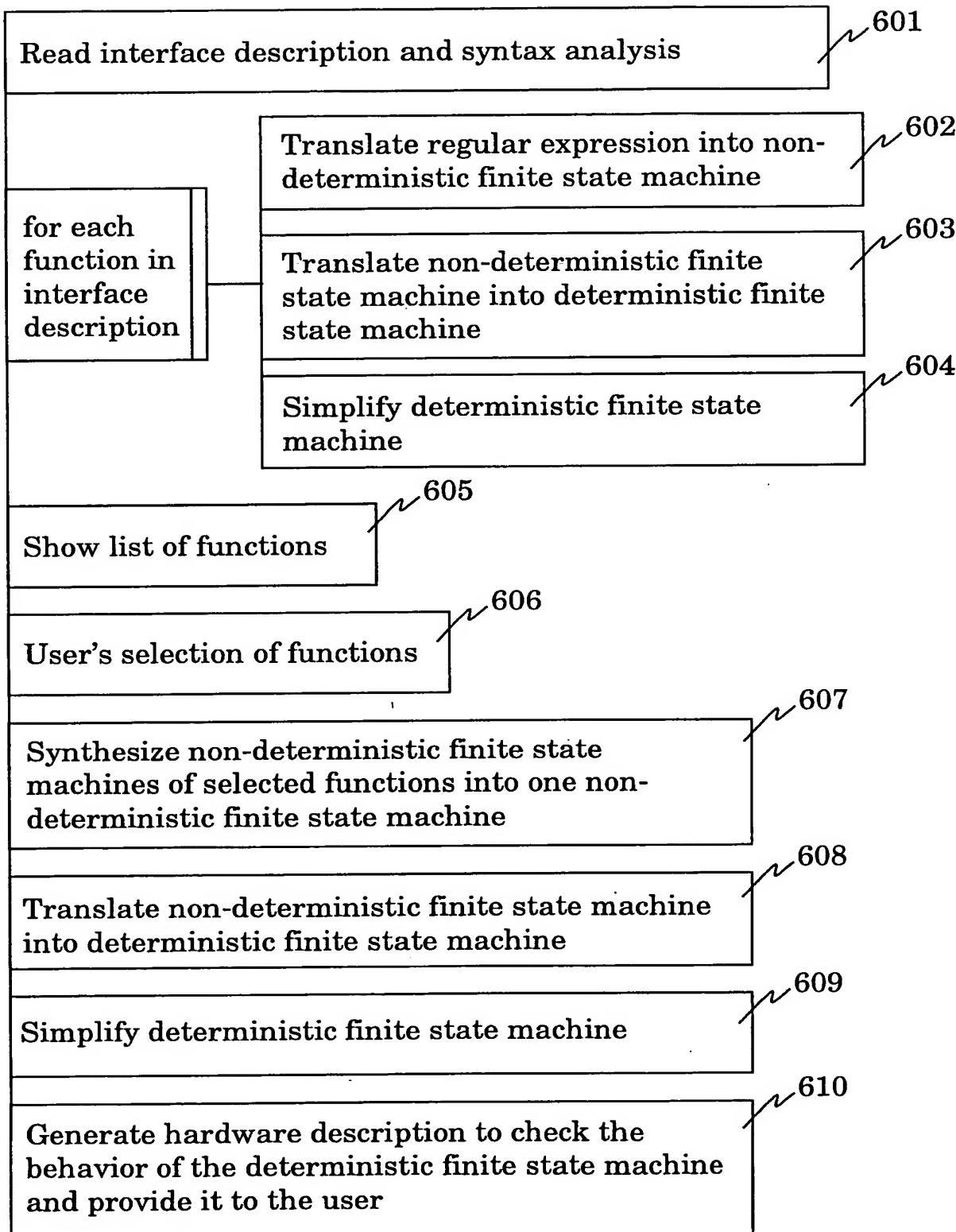
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FIG. 5



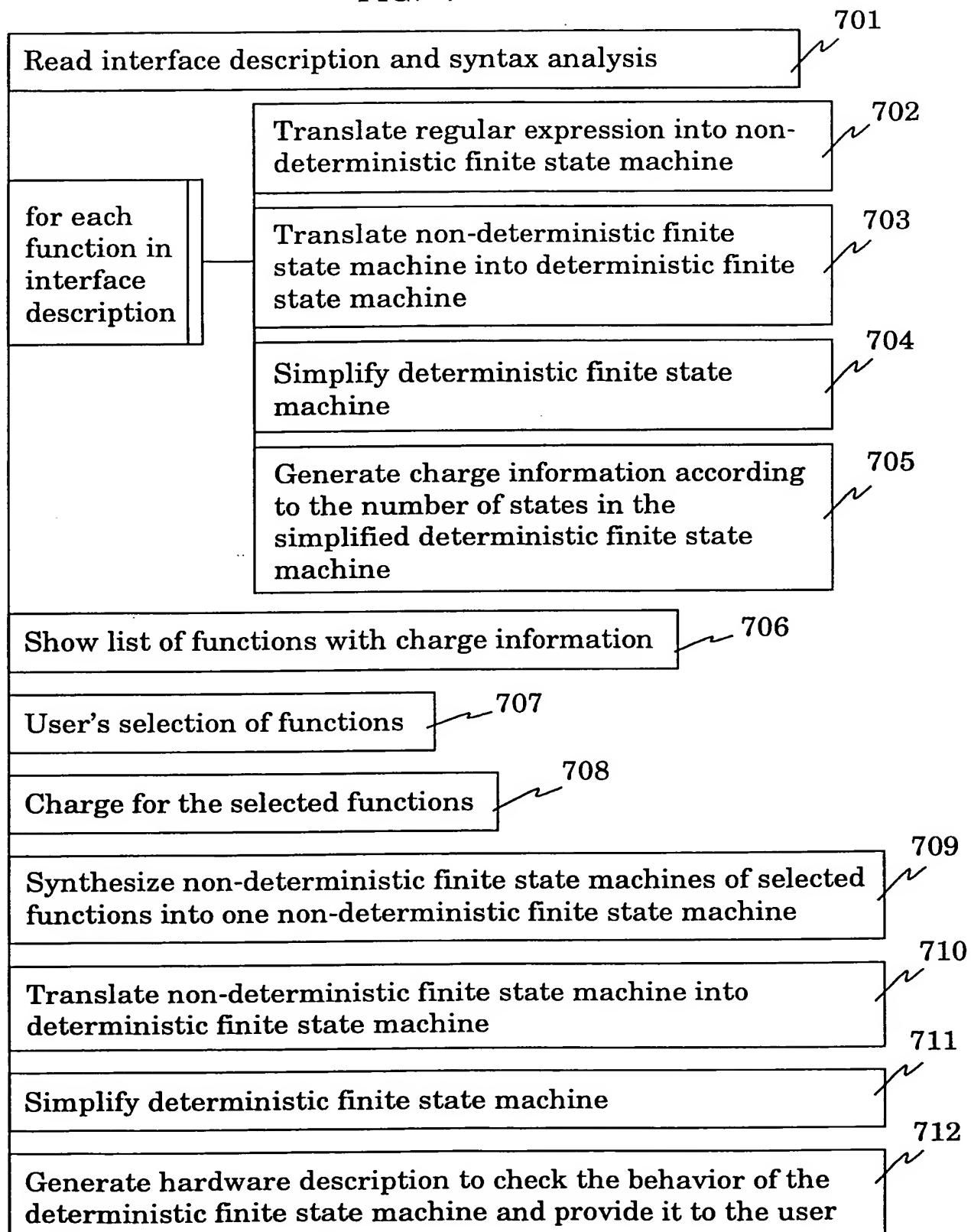
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FIG. 6



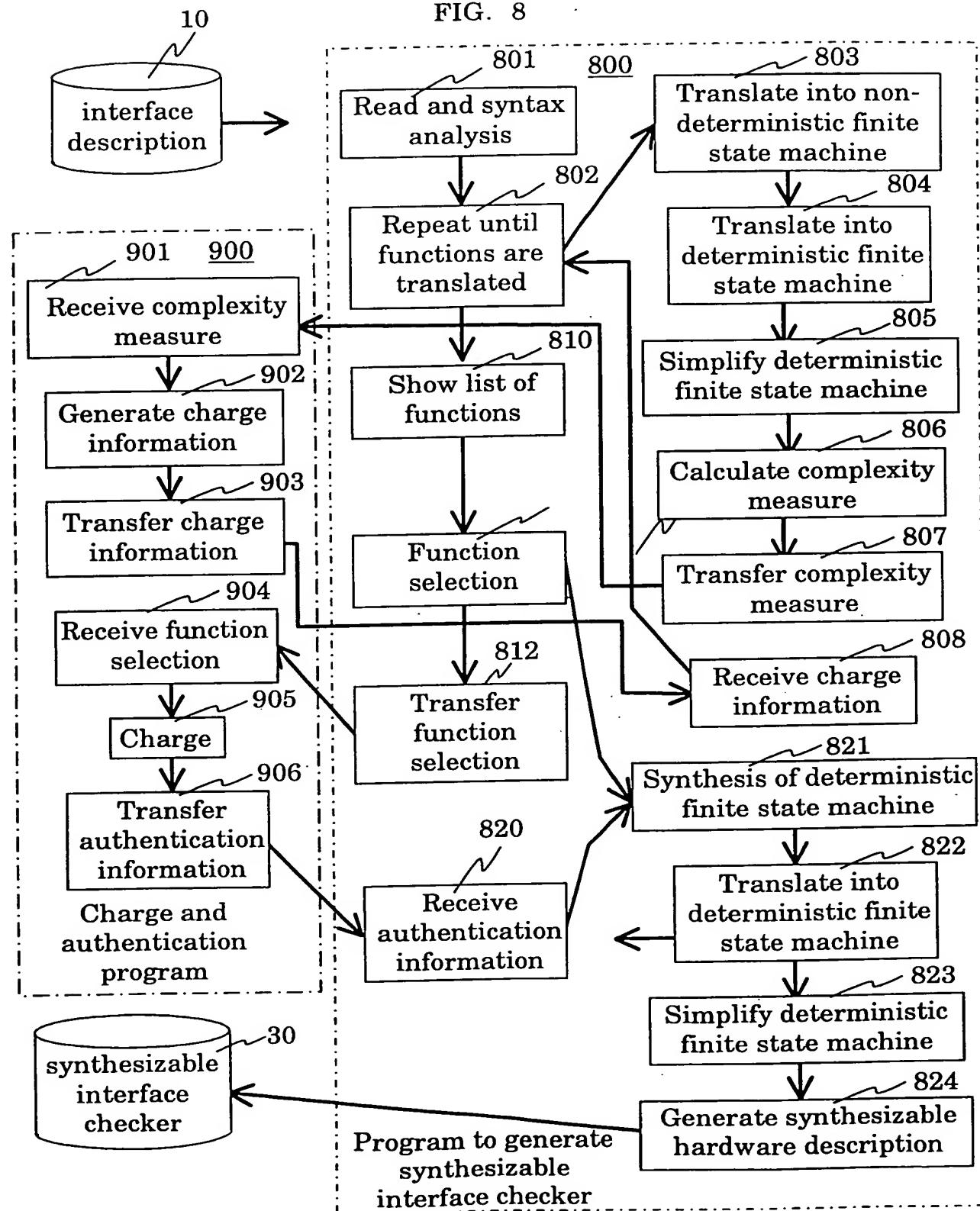
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FIG. 7



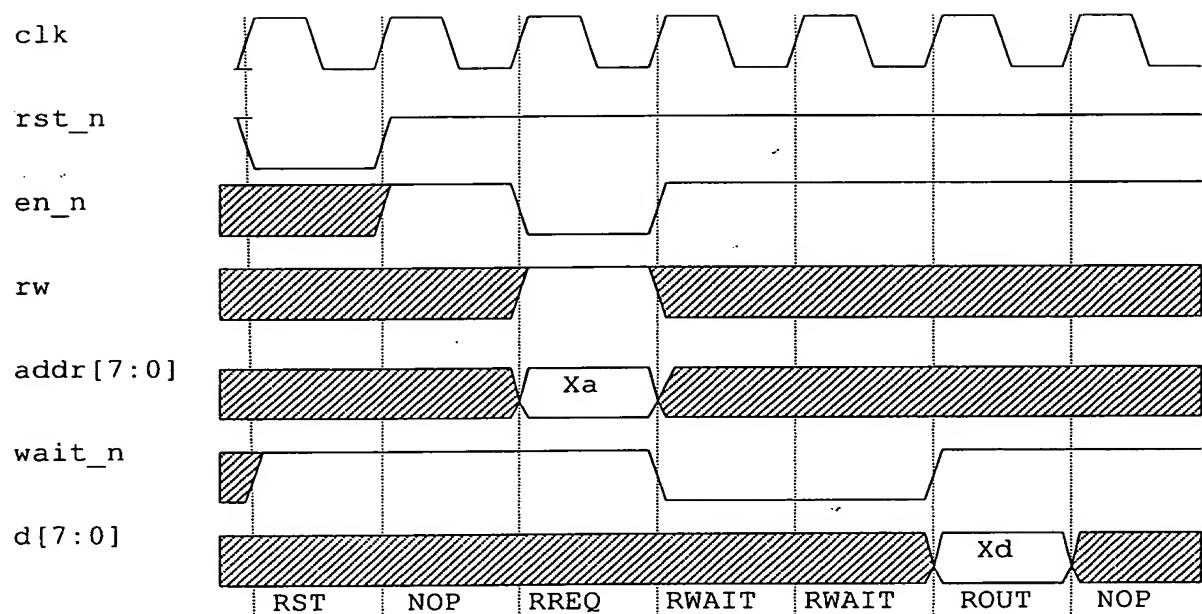
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FIG. 8



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FIG. 9



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FIG. 10

```
define interface simple_memory;
define port;
    input.clock  clk;
    input.control  rst_n;
    input.control  rw;
    input.control  en_n;
    input.data [7:0]  addr;
    output.control  wait_n;
    inout.data [7:0]  d;
endport

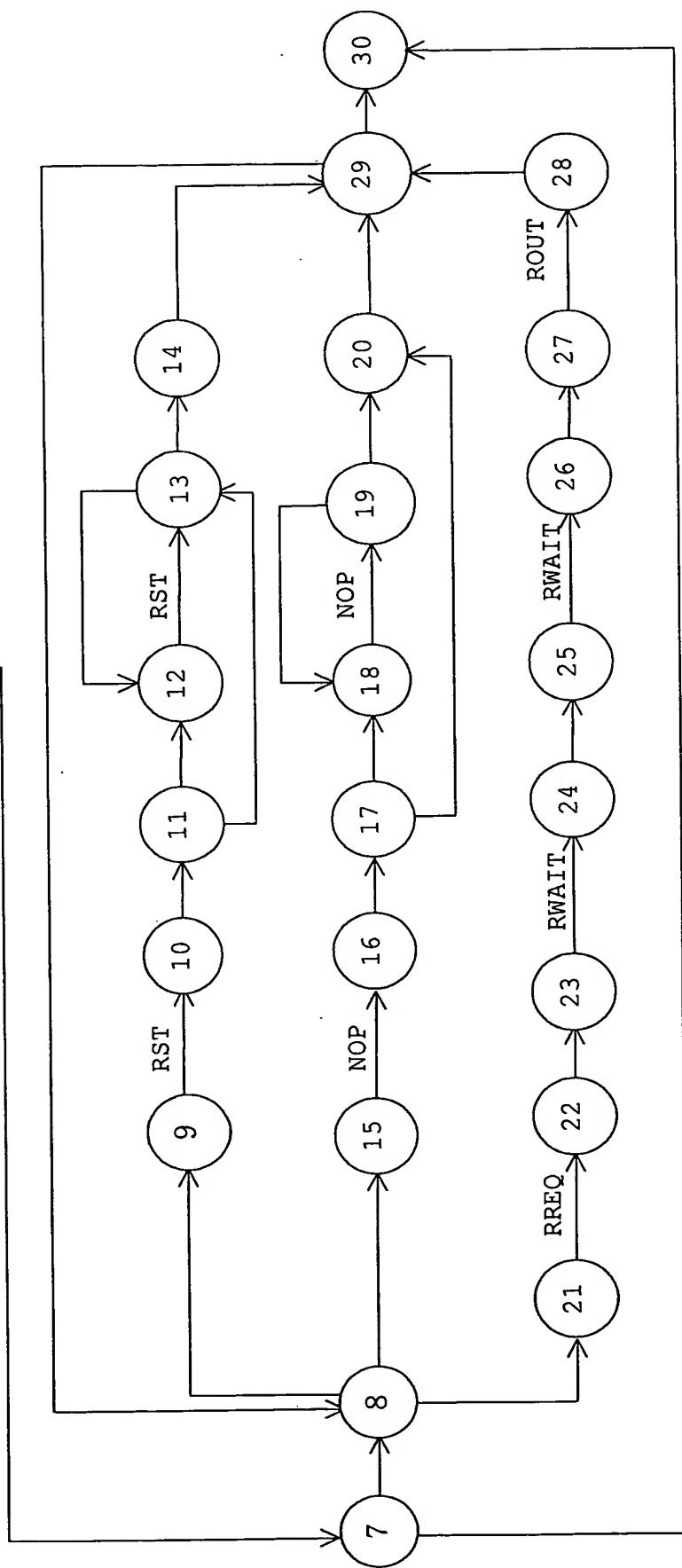
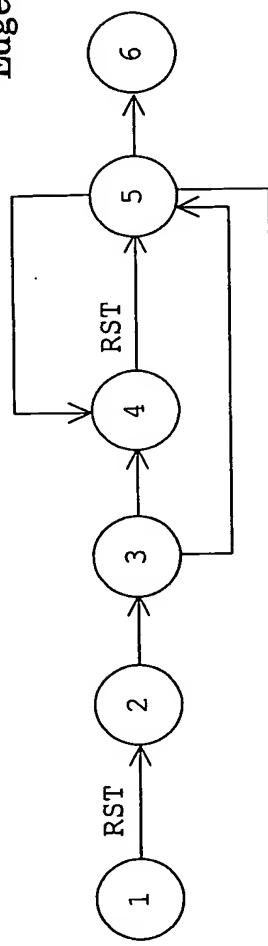
define alphabet;
    signal set={ clk, rst_n, en_n, rw, addr, wait_n, d };
    NOP:      { posedge, 1, 1, *, *, 1, Z };
    RST:      { posedge, 0, *, *, *, *, Z };
    RREQ(Xa):{ posedge, 1, 0, 1, $i.Xa, 1, Z };
    RWAIT:    { posedge, 1, 1, *, *, 0, Z };
    ROUT(Xd):{ posedge, 1, 1, *, *, 1, $o.Xd };
endalphabet

define word;
    void nop : NOP NOP*;
    void reset : RST RST*;
    data(Xd) byte_read(Xa):RREQ(Xa) RWAIT RWAIT ROUT(Xd);
endword

define sentence;
    reset [ reset | nop | byte_read(Xa) ]*;
endsentence
endinterface
```

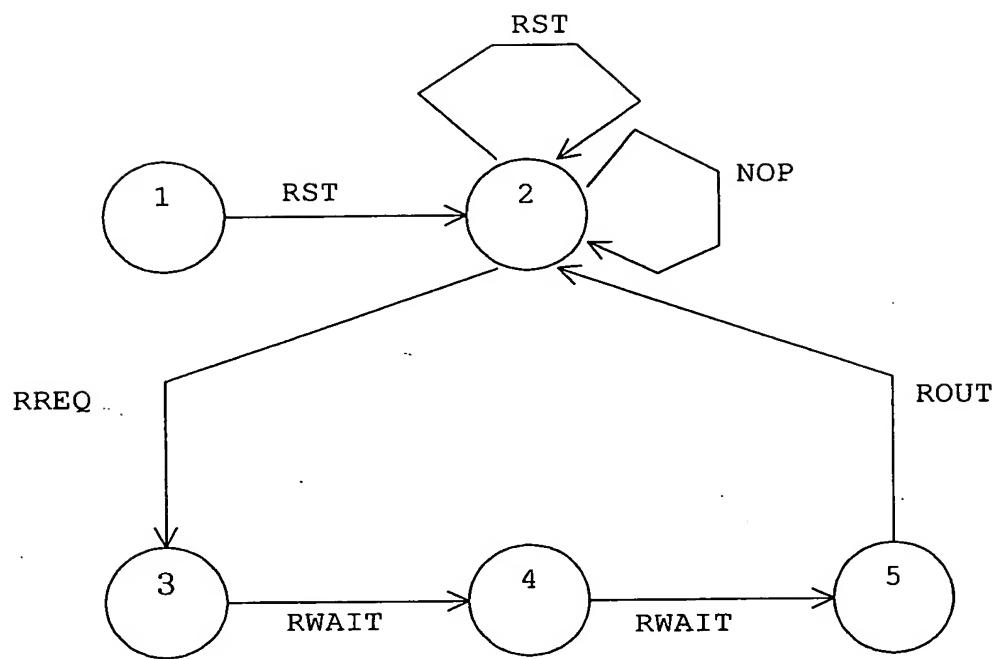
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FIG. 11

Edge without name is ϵ transition

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FIG. 12



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FIG. 13

```
'define NOP(nstate) if ((clk == 1) && (rst_n == 1) && (en_n == 1) && (wait_n == 1)) \
begin \
state <= nstate;
end else
begin \
`define RST(nstate) if ((clk == 1) && (rst_n == 0)) \
begin \
state <= nstate;
end else
`define RREQ(nstate) if ((clk == 1) && (rst_n == 1) && (en_n == 0) && (rw == 1) && (wait_n == 1)) \
&& (wait_n == 1)) \
begin \
state <= nstate;
end else
`define RWAIT(nstate) if ((clk == 1) && (rst_n == 1) && (en_n == 1) && (wait_n == 0)) \
begin \
state <= nstate;
end else
`define ROUT(nstate) if ((clk == 1) && (rst_n == 1) && (en_n == 1) && (wait_n == 1)) \
begin \
state <= nstate;
end else
`define REJECT begin reject <= 1'b1; state <= `reject_state; end
`define initial_state 3'h0
`define reject_state 3'h7
`define s1 3'h1
`define s2 3'h2
`define s3 3'h3
`define s4 3'h4
`define s5 3'h5
```

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FIG. 14

```
module simple_memory( clk, rst_n, rw, en_n,
addr, wait_n, d, reject );
input clk, rst_n, rw, en_n, addr, wait_n, d;
wire clk;
wire rst_n;
wire rw;
wire en_n;
wire [7:0] addr;
wire wait_n;
wire [7:0] d;
reg reject;
reg [2:0] state;
always @ (posedge clk) begin
  case (state)
    `initial_state: begin
      reject <= 1'b0;
      `RST(`s2)
      begin end
    end
    `s1: begin
      `RST(`s2)
      `REJECT
    end
    `s2: begin
      `RST(`s2)
      `NOP(`s2)
      `RREQ(`s3)
      `REJECT
    end
    `s3: begin
      `RWAIT(`s4)
      `REJECT
    end
    `s4: begin
      `RWAIT(`s5)
      `REJECT
    end
    `s5: begin
      `ROUT(`s2)
      `REJECT
    end
    default: begin
      state <= `initial_state;
      reject <= 1'b0;
    end
  end
endmodule
```